



HUNTER AND HUNTED

By Florian Klamt



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TABLE OF CONTENTS

| | |
|----------------------------|----|
| Introduction..... | 3 |
| Background..... | 3 |
| Dramatis Personae..... | 4 |
| To Adventure!..... | 6 |
| The Hunt Is On..... | 9 |
| The Curtain Unveiled..... | 11 |
| Conclusion & Rewards | 12 |
| Appendix..... | 13 |

INTRODUCTION

Hunter & Hunted is a scenario created within the community content program *Miskatonic Repository* for Call of Cthulhu 7th edition. The Investigators are invited on a friendly hunting trip to a remote valley in the northern Rocky Mountains by a member of professional yet dubious Grey Tigers. Several groups are formed, and the target is declared: Unbeknownst to the Investigators, however, their host has his very own motives. The hunt is on, but who is the hunter and who the hunted in this scenario?

This scenario is designed for three to five investigators, can be played in a single session, and is ideally set in the classic 1920s or 1930s setting. It is playable in both puritan or pulp play style, depending on it becoming either a thrilling hunt or a horrific escape through the wilderness. Its structure is very modular, as the investigators have freedom of choice on where to go and how to react to the strange occurrences within the setting. Statistics for the characters, monsters, and weapons encountered can be found in the appendix at the end of the document.

BACKGROUND

The Gray Tigers are an infamous group of big-game hunters, trackers, and sometime explorers of the kind that give their ilk a bad name. Their reputation is for hunting the most dangerous and rare of game, and for doing so in the most hazardous and forlorn corners of the world—caring little for how much blood is spilled or how much damage is caused in the process. They hunt for their own pleasure and also for profit. The inner circle of this loose organization often funds its own blood sport by arranging hunts for the rich and decadent. Satisfaction guaranteed (so the rumor goes) whether the desired quarry has four legs or two.

At the center of the self-styled “Gray Tigers” are a score of savage and brutal men. Men for whom hunting and killing has become an addiction. These men do not merely hunt beasts, such as the lion and the bear, or even human prey. The Gray Tigers know the forgotten reaches of the world harbor terrors undreamt of; they have witnessed the wreckage left in the wake of such creatures, and the strange signs of their passing. A few of their number have encountered such entities and lived to tell the tale, returning “twisted” by the experience. To find and hunt such monsters has become the fever dream of the Gray Tigers and, in this, they have begun an inexorable shift from human evil to something much worse. The Gray Tigers have looked into the abyss and found the abyss staring back at them. In this, they can serve both as direct enemies, unwelcome and decidedly unwholesome rivals, or even as very reluctantly accepted allies when the chips are down and the fate of the world is at stake. They are, after all, very good at what they do and are suicidally fearless. The Gray Tigers’ public reputation is entirely unwholesome, yet the true depth of their crimes is largely unknown. More Information on the Gray Tigers can be found on pages 55-57 of *Pulp Cthulhu*.

Ithaqua is a Great Old One, also called Great Wind-Walker, the Wandering One, or Ice Father. He appears in the Arctic, usually as a human-like giant with glowing red eyes, shrouded in mist or fur. He constantly brings with him cold, frost and hoarfrost, for which he is said to be responsible in Antarctica. Legends say that he hunts unsuspecting wanderers and scatters their frozen bodies all over his path. His appearance in other regions of the world can be seen in the rapid drop in temperature, fog, and other weather anomalies associated with cold, such as snow in the summer. He is worshipped by both humans and other creatures such as Shantaks or Gnophkehs. Human cults however are not large or widespread because of the hostile conditions with which Ithaqua is associated. Often, wanderers, like the indigenous tribes that inhabited today's wilderness in the past, lay out offerings, but they do this not only to pay homage to him, but also to ask for his mercy. Those who become part of a cult become immune to any kind of cold, however low the temperatures may be. More Information on Ithaqua can be found on pages 117-122 of *Call of Cthulhu Malleus Monstrum Volume II*.

DRAMATIS PERSONAE

TRENTON KEY

A man of advanced age with a sturdy build. His graying hair belies his watchful eyes. He greets the investigators with a slightly too firm handshake and a predatory smile. He is an Old Fellow of the Gray Tigers and therefor a core member of the organization's inner circle. As such, he is aware of all their questionable agendas and most Mythos Creatures. He hails from a very martial Canadian family of unsuccessful gold miners and fur hunters, and learned to embody the philosophy of survival of the fittest as his core guideline in life. A lesson, that probably ensured his survival once he joined up with the Grey Tiger's Hunt. During one of his life-threatening adventures for them, he came to understand the true extent of his strange origin. Instead of rejecting it, however, he embraced it and since then uses it to cull the weak wherever he finds them.

Trenton Key is a so-called Spawn of Ithaqua, the offspring of the Great Old One and a human female. Such tainted folk are evidence of Ithaqua's earthly sojourns, whether in the Great Old One's true form or that of an avatar. While none can correctly determine the god's motives, such unions may be requested by a human seeking to join with their god, offering themselves in utter devotion when summoning or desiring Ithaqua's attention.

Such progeny appears normal in all ways until their true nature is revealed. At his choosing, he transforms into a huge, monstrous parody of its former human self, doubling in height, with mud-brown hair sprouting fur-like across the whole body. Branch-like Antlers grow both from his head as well as his shoulders. His skin becomes discolored blackish, as if his flesh were rotting. His lipless mouth is studded with pointed teeth, his small but captivating golden eyes protrude strikingly. His feet are nearly one meter long, the heels are remarkably pointed and end in a single, large toe. Its arms grow grotesquely long, reaching the ground even if hunched a little and its hands ostensibly end in three long, pointed claws. Despite his height, he is able to move incredibly fast. Looking more like its Great Old One parent, it is a monstrous parody of its former human self.

Out of sheer arrogance and as a parody for the initiated or knowledgeable, he wears an ornamental scar in the manner of a remote native tribe in the Arctic North. He serves as the main antagonist of this scenario and will turn from a generous host to a relentless hunter for the investigators.

JACOB HOLDEN

He is a man in his mid-twenties, with short brown hair and a sorry excuse for a mustache under his nose. Jacob Holden is trying to make a name for himself in the Grey Tiger Hunt. He holds the organization in high regards since it helped him out of a hard time of unemployment. This results in a submissively loyal relationship with his superior, which however neither protects him from Key's hunt, nor makes him hesitant when the Spawn of Ithaqua comes into view. He is a rather helpful, yet impatient fellow who serves as an informant for the investigators in the beginning and can be used as a very pictorial victim of Key's bloodthirst or as a *deus ex machina* help in the later stages of the scenario.

THE OTHER GUESTS

The other guests mainly serve as distractions during the reception and cannon fodder during the hunt whose screams, shots, disappearances, and deaths should alert the investigators, that the dynamic of who hunts who has changed and the nice holiday weekend in the beautiful mountains might turn out very different than they expected. Basically, they are plot devices, to be used as however the Keeper wishes.

Some could even be the contacts that brought the Investigators along or extended their invitation to them in the first place. Friends, Mentors or long-term allies against the Mythos could potentially advance the plot further, since the Investigators morale would be called into question if they just run away and leave them to their fate. Therefor, the Keeper should keep in mind what reactions these characters could trigger from the Investigators and how those would change the game. Some sample guests are:

- Lela William is an adventurous woman in her early 30s from Australia. She has shoulder-length brown hair, an athletic figure and knows her way around the wilderness. A reliable ally, if the investigators leave a good impression.
- Claude Cunningham is an entrepreneur that manufactures and sells whiskey. He is in his early 50s, wealthy, obese, has short white hair and mustache. He harbors resentment against the working class and often talks himself into rage over it. Furthermore, he is not really into hunting, but imagines it helps with his anger.
- Olga Cunningham is Claude's wife. She is in her mid-40s, has short blonde hair, and always tells Buck to calm down. She secretly grew to hate her husband's disdain for hard work and supports a union working against him. Likewise, she will leave him to his fate if the worst comes to the worst.
- Roberto Tenorio is a cosmetics entrepreneur in his mid-30s. He is wealthy, has short brown hair and a well-groomed appearance. He embodies a Playboy extravaganza and has a strong habit of drug abuse. He will act like a chivalrous hero-type, but will leave the investigators to their fate at the first glance of danger.
- Elise Solé is a stunning looking woman with flawless fair skin in her mid-20s. She has shoulder-length blonde hair and is an actress from Louisiana, though she acts like, and wants everyone to believe, that she is actually from France.

THE VALLEY

The Valley lies in the Northern Rocky Mountains, somewhere between the cities of Banff and Jasper in Alberta, Canada. The montane ecoregion has a subarctic climate, with vast forests of Lodgepole pine and Engelmann spruce covering most of the valley. Mammal species such as the grizzly bear, cougar, wolverine, elk, bighorn sheep and moose are found commonly, along with hundreds of bird species and a limited number of reptiles and amphibians. The mountains of the area are formed from sedimentary rocks which were pushed east over newer rock strata, between 80 and 55 million years ago. During this time, or even prior to it, species long forgotten dwelled in the mountains. Even though their names and history might be forgotten, their cult survived as its remnants were discovered in a lightless cave by Trenton Key's Family, setting him on a grim and perilous path.

The valley is roughly oval in shape with a shallow river dividing it down the middle. The river in question arises from one of the glaciers at the very top of the mountain range and pours down in the far end of the valley, before rippling gently through the autumn forest towards the hunting lodge and the valley's entrance.

When the investigators reach the valley, it offers as paradisiacal view. The general feel and exuded atmosphere should resemble a holiday feeling.



TO ADVENTURE!

For reading aloud or retelling:

Finally, holidays. Finally, time to relax. Finally, a chance to escape the urban jungle of the metropolises to unwind a little with good weather and even better drinks in the seclusion of the Canadian Rockies. How long have you been looking forward to a golden dream like this during the dark dreariness of your everyday life? And now the time has finally come. When you received word from one of your contacts, that the well-known big game hunter Trenton Key was looking for a group of hunting enthusiasts, you were intrigued, despite the odd request. Your curiosity urged you to take up the invitation and get on the next train north. You have been picked up by a talkative fellow named Jacob Holden in a Packard Twin Six Touring at the Banff railway station. In the fully loaded car, you and a small group of obviously like-minded guests roll on the Alberta Highway 93 towards your holiday happiness heading north. You pass majestic mountain ranges, crystal clear rivers, idyllic coniferous forests and picturesque natural landscapes. At some point, you manage to avert your gaze from the breathtaking nature and instead take a look at the other passengers:

[Time for player introduction and first group interaction]

Just when you are starting to have a lively conversation, your driver Jacob Holden slows down and turns onto a poorly preserved side road. From this point on you make slow progress and after a good while the narrow road becomes increasingly flanked by wooded rocks. When you think the overworked engine is about to give up at any moment now, the incline normalizes and reveals the most breathtaking view of your excursion so far. A green and golden sea of spruce, pine and aspens stretches out before you. Divided by a narrow river, crossed by several small creeks and framed by majestic mountains with snow-capped peaks. The swiftly sinking sun bathes everything in a shimmery mixture of golden dust, as you continue your way down towards a cozy looking lodge close to the valley's entry point.



RECEPTION IN THE HUNTING LODGE

This segment of the scenario is designed to give the investigators a presentation of the host, Trenton Key, Jacob Holden and the other guests, as well as the explanation for them being all gathered here.

The lodge consists of two large, old buildings made from pinewood of the local flora. From the outside they do not look luxurious, but still inviting with their very own rustic and cozy charm.

Over a lavish dinner, Trenton Key will explain, that reports of a monstrous grizzly bear terrorizing this valley have reached him. Some say he dominates the whole region, killing animal and men alike. Some mentally fragile eyewitnesses even say they saw the bear walk on two legs like a human, but that is surely just cheap showmanship. Anyway, he asked his guests, here, to join him on a hunt to bring down this king of bears. Small groups will be formed, the Investigators forming one of course, and every group shall be armed and equipped by Keys personal stash. He himself will hunt alone, however, as he is the most experienced and lives for a good challenge. The group that manages to take the beast's head, shall receive a price of 1000 Dollars as well as the plentiful fame and honor within the hunting community.

The Investigators will have the evening to enjoy themselves, get to know the other guests, and engage in conversations with them. They also offer the Investigators help with hunting basics if they feel the need and are willing to learn or refresh their memory. They should also get an opportunity to get a glimpse at Trenton's scar with a regular success on a **spot hidden** check. When asked about this, he will ramble on about a legend of native-born hunters who carved this mark into their skin for outstanding achievements honoring their gods. A subsequent **mythos** or **occult** check reveals that it indeed is connected to Ithaqua, though it remains unclear whether Trenton is aware of its meaning within the Mythos.

The Hunt starts at first light. The Investigators are equipped with a hunting weapon of their choice, adequate clothing, as well as all the necessary equipment to survive on their own in the wilderness for two days.

Hunting Basics

The following information are superficial at best and only serve the purpose of providing minimal know-how for the game's role-playing context.

Dress appropriately

Hunting clothes are crucial and while they usually depend on the season and weather in the desired area, it's always a good idea to dress in layers. The investigators are supplied with overalls and thick jackets as well as high quality waterproof boots and good backpacks, while the overall luggage is kept as light as possible.



Cover your scent

While one might not think about their own smell, the prey (or other hunters) definitely will. Wind should always be faced to hide one's scent behind the actual location. Additionally, the Investigators might be supplied with natural scent killers or cover scents.

Know your weapon

Whether hunting with a bow or a firearm, one needs to be familiar with the weapon of choice. There is nothing more dangerous than a hunter who doesn't know his weapon well. There is a small shooting range behind the house, even though it will not instantly improve the firearm's skill, it can provide a plus to the scenario's flair. If the Investigators are not "proficient" with any weapon, the Keeper might grant them a temporary bonus as long as they take preparations seriously.

Know your prey

Just as one has to understand the used weapon and the hunting area, one has to understand the animal that is to be hunted. Scouting for prey is usually a great way to understand their patterns and behavior, as one can become familiar with their movements and the time of day, they are most active around you. Bears tend to like times when there is little light, and they move more in the evening than in the morning. They can be robust animals, so experienced hunters usually prefer a shot from behind at a range of around 150 meters.

Lay out bait

Hanging a carcass, a meat-filled barrel or honey pot from a pole suspended between two trees is the most common bait for bears. It should just be high enough for a big bear to stand up straight and swat at it. Hunting pressure and region affect behavior, but one should pay attention to how a bear approaches a bait site. Is it cautious, walking like a deer, pausing every few steps to look around, or does it strut in like it owns the place? If it seems like it's not afraid of anything, it's because it's not. It's the biggest bear in this area and knows it, meaning a hunter should prepare the shot accordingly. A tentative bear who feeds cautiously and sneaks around like a kid stealing candy is afraid of the bigger bear that's in the area. Additionally, the bait and the place of it can be prepared with used cooking oil, or any comparable substance with a strong smell. The oil can further the range of the bait due to bear's strong sense of smell and if some of the oil is poured out on the ground, the bear will step in it and take it out into the woods with them providing a trail.

Follow tracks

On the hunt for bears, one should look for old timber and cutlines where green grass is coming up. Checking for hair on trees and brushes along known travel routes, as well as keeping an eye out for trails and paw prints can also be expedient. Bent over and marked up trees are generally good markers for a bear's presence. On another note, bears are slaves to their stomachs. Locating reliable food sources, as wild oat fields, bushes of wild berries or bodies of water rich in fish, provides good chances in tracking a bear without bait.



THE HUNT IS ON

Once the hunt commences, the storyline is no longer linear bound. The different hunting squads embark on the challenge and Trenton Key makes his way to the ritual cave at the northern end of the valley, performs a ritual of worship for Ithaqua and begins his hunt when the sun begins to set. The following bullet points serve as sample occurrences that may be used or not depending on the how the investigators progress.

Strange marks and footprints

If the investigators try to find some animal tracks to follow, a regular success on a **track** check will reveal plenty of them. If they use some of the aforementioned tactics or tips, the Keeper should generously make use of bonus dice, if applicable. Actual grizzly bears and large cougars might be some good distraction for the Investigators as usual suspects for a regular hunting trip.

Once they realize that none of the regular animals they may find could be able to cause the gruesome deeds they have been told about, they might be able to uncover some tracks that match none known animal. A hard success on the **track** check or a regular success followed up with a regular success on a **natural world** check, reveal that the strange tracks belong to a large bipedal “animal”, at least twice the build of a regular human.

Worrying finds

Looking for tracks, the investigators may find a big, massacred animal. A hard success on a **medicine** or a regular success on a **natural world** check may uncover, that the carcass was not eaten up after death, but the animal was killed quickly and with tremendous force. A hard success on a **track** check regarding the surroundings may also lay open, that it was chased in a circle and probably toyed with until its final moment.

They could also find a dead human body. The man is evidently long dead and wears functional hunting clothing. This is a hermit living in this valley since before Trenton Key's arrival, who fell victim to the bloodlust of Ithaqua's Spawn on a prior hunt. On the corpse they may find a house key for his cabin, a hunting rifle as well as a hunting knife.

Wolf howls in the distance

Maybe it happens to be a full moon? Let the imagination of the investigators run wild. They will do a great job ramping their fear up on their own.

Party on!

As the investigators begin to set up camp for the night, they become aware of a boisterous noise not too far away. A regular success on a listen check or simply closer investigation reveals that another fellow hunting party does not take the task at hand too seriously.

If the Investigators join them drinking and singing around the small fire, one of the other guests takes a leak in the woods, never to return to the joyful gathering, falling prey to their original host.

If the Investigators do not join them around the fire, they might encounter a hauntingly abandoned camp site the next day.

A sleepless night

Heavy movement around the camp deep in the night wakes up the investigators at night. Was it a bear or something bigger?

They hear screams in the night. Were they that of humans? (A hard success on a **listen** check reveals that they are) Maybe the investigators are not well versed in nature and mistake it for a nocturnal animal or the other way around?



It's a trap!

If the Investigators fail on a **spot hidden** check while they are in the deeper parts of the valley, they might have an unpleasant encounter with one of the hermits bear traps. Who falls victim to its steel bite loses 1D6+1 hit points and is unable to move until set free with a regular success on a **strength** check. Eventual screams of pain could also attract dangerous predators.

Runes in the trees

Perceptive Investigators (**spot hidden**) might spot strange runes carved in trees, the closer they come to the cave at the end of the valley, the more numerous and obvious they become. A regular success on an **occult** or a hard success on a **history** check reveals that these are warning from First Nation natives to stay away and that an evil spirit is at bay.

A cabin in the woods

The investigators could possibly also find a second cabin, deep in the woods. The door and the few windows are barred. If they do not possess the hermits key, they require appropriate tools and a hard success on a **locksmith** check or an extreme success on a **strength** check to gain access to the house.

Its former inhabitant, even though long gone, was an odd hermit, looking to track down the legendary big foot or sasquatch, as local Canadians call him, as the Investigators can learn from the dusty pages some would call a diary.

For reading aloud or retelling:

Old Stanton sees ghosts, they say, old Stanton chases after a children's story, they say, old Stanton is crazy, they say. Oh, fuck them all, I say! I know this monster is roaming this area! I know it! It has nothing to do with faith, beliefs, or fairy tales. So far it has bypassed my traps, but I'm going to get this hairy bastard, as sure as my name is Stanton Cree!

[...]

Those annoying pro-fess-ion-als and that son of a bitch Trenton fucking Key. Does he really want to forbid me from setting out on the prowl? As if it ever will come to the point where I let a fancy safari hunter tell me what I can and can't do!

[...]

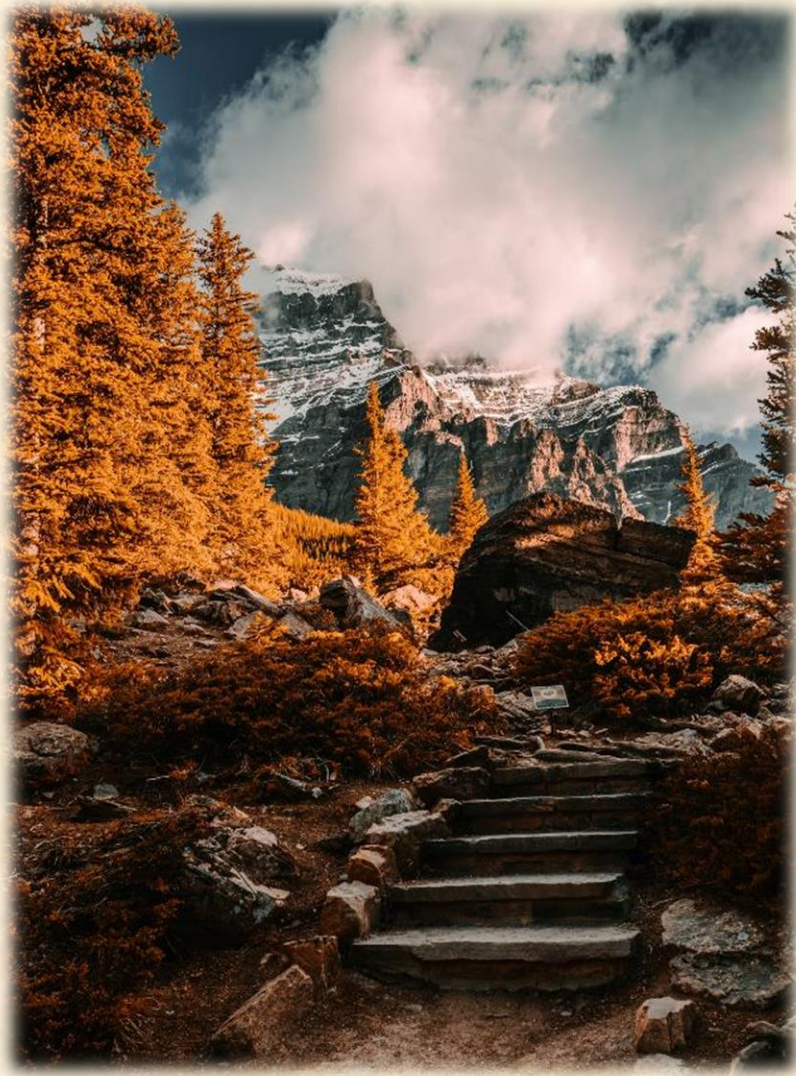
I found traces! Real and distinctive! Close to the waterfall to the north, maybe it has its hideout in one of the glaciers? Probably came right from the fucking ice age. The prints are huge, definitely two pairs, this time by no means those of a bear. It looks more like hooves than feet, but fuck it, it has to be it. Finally, after all these years, I'm so close!

Besides a moth-eaten bed, a fragile table, and a scruffy cupboard the hermit had a lot of useful equipment here, including multiple bear traps, a 9mm revolver, a hunting knife, a flare gun, plenty of additional ammunition, and a medicine box with a Japanese description titled Philopon and on which is handwritten note: "pick-me-up".

This box contains some of the first industrial produced and patented methamphetamine which the investigators without basic knowledge of Japanese can only learn with an extreme success on a **medicine** or **science** check.

In terms of rules the medication grants a bonus die to all Sanity rolls for 1D3+1 hours. Insanity effects that would normally be suffered by an Investigator are negated for the duration. The investigator can be rendered unconscious only when reduced to zero hit points.

The effect kicks in quickly. From one moment to the other all feelings of tiredness are suddenly replaced with alertness and cheerfulness. Hunger and thirst are blown away. The heart is racing, and waves of comforting warmth flood the body. The light looks brighter. The feeling of physical and psychological invincibility rises to dangerous heights. This bonus comes at the cost of a high addictiveness, which can be a great plot hook or storytelling device for following scenarios. Rules wise, every skill check is made with two penalty dice while struggling with unfulfilled addiction.



A gunshot in the distance

At some point, the investigators hear gunshots in the distance. Nothing unusual one might suspect on a hunting trip. A hard success on a **listen** check, however, might lead to the conclusion, that the rate of fire is a little too rapid for a controlled shot common for hunting. As most guests aren't experienced hunters, however, this could be perceived not as worrying as it later turns out to be.

A glimpse of madness

The Investigators witness the Spawn of Ithaqua in his monstrous form, yet obscured by a strange fog, the woods thicket or the darkness of night, which provokes a **sanity** check (0/1d3). They see a figure of enormous dimensions moving at a speed that a figure of that size should not possess. Maybe an unknown species of bear or a group of large deer moving close together? Their minds try desperately to explain this, but every cell in their bodies tell the investigators that nothing of this sighting seems natural. Keep the possibility in the Investigators minds alive, that it could just be the fog or a prank of their sensory impressions. After all, the encounter should not cause the investigators to flee the valley yet.

Throne of the Wind-Walker

In the rock next to the small waterfall, a rudimentary, moss-covered, and slippery staircase seems to wind up the mountain. Only with a successful **climb** check, the investigators manage to arrive safely at the top. If they fail, they fall victim to loose rocks and take a dangerous fall, taking 1D6 damage.

Once they reach the top, they discover a barely recognizable trail leading even higher up, to a clifftop overlooking the waterfall and essentially the whole valley as well as what looks like a natural, glacier cave. Here they have found ground zero of the hunt they were tangled up in. Inside, they find an altar made of an unidentifiable black stone with otherworldly looking carvings, resembling Trenton Key's Scar (information they could have received during dinner). The altar is surrounded by a sea of bones from animals and humans alike. A successful **occult** or **mythos** check reveals this as a place of worship to the Great Old One Ithaqua and fresh blood filling the various runes very clearly indicate a quite young act of worship, providing huge hints to the purpose of the whole event.

THE CURTAIN UNVEILED

At some point, the investigators unmistakably witness the Spawn of Ithaqua in action (provoking a **sanity** check (1D4/1D10)), either coming at them, desecrating another hunting group or maybe even just wandering through the woods, after all, he doesn't feel like prey to anyone here. Once realizing the danger, they are in, the Investigators need to swiftly answer a question of life and death: Do they flee to save their skin or are they looking for a fight and start the real hunt? In either of those scenarios, the big question will be, who is the hunter and who the hunted?

At this point, Trenton Key uses his supernatural abilities to alter the weather (see Appendix), and it begins to snow in the valley. This change should visually emphasize the beginning of a new chapter within the scenario, noticeable for the Investigators.

The following is a breakdown of some optional scenes, that might help to structure the action:

Tactics

Trenton Keys standard attack tactics include quick attacks from cover or an ambush-like situation. He doesn't get involved in long fights and strikes with lightning speed, only to disappear again the next moment (rules-wise, only making one or two attacks and using his other actions to move and hide). His behavior is almost playful, and he will rather wound Investigators one by one than kill them directly in one attack.

He tries to separate the Investigators by jumping into the middle of the group, adding wind and snow to their immediate surroundings, or literally putting obstacles in their way with rocks and logs. In such a moment, or simply as soon as panic rises among the group (Investigators or players), a regular success on **power of will** or **psychology** check allows them to remain calm and avoid separation (an appropriate social skill could serve as an option to calm other group members).

Trap

The investigators could set up a trap, possibly utilizing a bear trap or self-made contraption, and wait for the spawn to find them. They might even go so far as to lure it in with another guest (or guests) as bait instead (giving Trenton Key a penalty die for his **spot hidden** check to realize and avoid the trap). Due to the monstrous intention, this act would provoke another **sanity** check however (1/1D4).

Trenton enjoys the sports aspect of the hunt and is not overly cautious, as he does not fear humans in his monstrous form. If the trap succeeds, the Investigators should gain a bonus die on their **firearms** checks, as they have gained a favorable shooting position.

Bait

The Spawn of Ithaqua might also set a trap for the Investigators. On their hunt (or flight) they hear human screams, clearly shouting for help. Maybe he or she can even see the investigators, remembering them from the previous night, calling their name and begs for them not to leave him/her behind. Leaving them behind provokes a **sanity** check (0/1D3) as they now know very well to what fate they leave the poor soul behind.

Chase

If they proactively go after the Spawn of Ithaqua, they can trace him easily enough with a regular success on a **tracking** check, once they had their first contact. If confronted, gun's blazing and lacking the option to resort to his usual tactics, the Spawn of Ithaqua may very well resort to brutal violence and face the Investigators head-on.

Friend or Foe?

If the Investigators face a stroke of bad luck or lack the appropriate proficiency in combat skills, other guests (foremost Jacob Holden) can intervene and help to slay the beast or providing a necessary distraction to escape. If the Keeper wants to up the difficulty, Jacob Holden (or other guests) might already know Trenton Key's secret and join the fight on his side, maybe leading the Investigators to apparent safety, while truly luring them to their death at the hands of the Spawn of Ithaqua.

CONCLUSION & REWARDS

Investigators surviving the scenario receive 5 Luck points flat. If they managed to save other guests along the way, they recover 1D4 Sanity points. If they choose to fight the Spawn of Ithaqua and force him to abandon his hunt, they will additionally gain 1D4 Sanity points. If they even track him down and kill him, they will instead gain 1D10 Sanity points.

Depending on whether Trenton Key survives, or Jacob Holden realizes the truth and is thankful for the help of the investigators, the Grey Tigers might meet them as either helpful allies or relentless foes in upcoming scenarios. Furthermore, rescued guests might make for helpful allies or informants in the future.

APPENDIX

WEAPONS

| Name | Damage | Range (yards) | Uses per round | Bullets in Mag. | Malfunction |
|------------------|-----------------|---------------|----------------|-----------------|-------------|
| Hunting Kife | 1D4+2+DB | Touch | 1 | / | / |
| Hunting Rifle | 2D6+4 | 110 | 1 | 5 | 100 |
| 16-Gauge Shotgun | 2D6+2/1D6+1/1D4 | 10/20/50 | 1 or 2 | 2 | 100 |
| 9mm Revolver | 1D10 | 15 | 1 (3) | 6 | 100 |
| Flare Gun | 1D10+1D3 burn | 10 | 1/2 | 1 | 100 |

AVERAGE HUMAN HUNTER

| | | | | |
|---|-------------------------|---------|--------|---------|
| STR 50 | CON 50 | SIZ 65 | DEX 50 | INT 65 |
| APP 50 | POW 50 | EDU 65 | SAN 50 | HP 11 |
| DB: / | Build: 0 | Move: 7 | MP: 10 | Luck: / |
| Attacks per round: 1 | | | | |
| Fighting (brawl) | 50 (25/10), damage 1D3 | | | |
| Hunting Rifle | 50 (25/10) damage 2D6+4 | | | |
| Handgun | 50 (25/10) damage 1D10 | | | |
| Dodge | 25 (12/5) | | | |
| Armor: / | | | | |
| Skills: Climb 50%, Jump 50%, Listen 50%, Spot Hidden 50%, Stealth 50%, Swim 50%. | | | | |

TRENTON KEY, SPAWN OF ITHAQUA

Human

| | | | | |
|---|-----------------------------|---------|---------|---------|
| STR 90 | CON 80 | SIZ 65 | DEX 110 | INT 65 |
| APP 80 | POW 80 | EDU 60 | SAN / | HP 14 |
| DB: +1D4 | Build: 1 | Move: 9 | MP: 16 | Luck: / |
| Attacks per round: 1 | | | | |
| Fighting | 50 (25/10), damage 1D4 + DB | | | |
| Firearms | 75 (37/15) | | | |
| Dodge | 55 (12/11) | | | |
| Armor: / | | | | |
| Skills: Climb 50%, Jump 60%, Listen 50%, Spot Hidden 50%, Stealth 60%, Swim 50%, Psychology 20% | | | | |

Monstrous

| | | | | |
|----------|----------|---------|---------|---------|
| STR 160 | CON 225 | SIZ 225 | DEX 115 | INT 65 |
| APP / | POW 80 | EDU / | SAN / | HP 45 |
| DB: +4D6 | Build: 5 | Move: 9 | MP: 16 | Luck: / |

Attacks per round: 4 (claw, bite, bash, crush)

| | |
|----------|-----------------------------|
| Fighting | 50 (25/02), damage 1D6 + DB |
| Dodge | 50 (25/10) |

Armor: 5 (thick fur and hide)

Skills: Climb 50%, Jump 60%, Listen 50%, Spot Hidden 50%, Stealth 40%, Swim 50%, Psychology 20%

Alter Weather: when angered, a spawn may call down powerful storms (blizzards, thunder, and lightning, driving rain, and even tornados). The Keeper establishes the base weather condition, with every 4 magic points sacrificed effecting one level of change (see below). The effective radius of a spawn's weather control is 2 miles (3.2 km) but may be increased at a cost of +4 magic points for each additional mile (1.6 km). This change in the weather lasts 30 minutes for every 4 magic points of the total contributed, but very violent weather (such as a blizzard) lasts only one-quarter of this time.

Cloud Cover Levels: (1) clear, (2) foggy, (3) partly cloudy, (4) cloudy, (5) heavy clouds.

Wind Speed Levels: (1) calm, (2) breezy, (3) gusty, (4) strong steady wind, (5) gale, (6) local hurricane, (7) tornado.

Temperature Levels: one level raises or lowers the temperature in the area of effect by 5 degrees F (–15 degrees C)

Precipitation Levels: (1) dry, (2) drizzle or mist, (3) rain [snow], (4) hail [snow], (5) heavy rain [heavy snow], (6) thunderstorm [blizzard].